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What is claimed is:

1. An entertainment system comprising:

    a game subsystem;

5   a jukebox subsystem; and

    a control subsystem coupled to the game subsystem and the jukebox subsystem, the control subsystem and the game subsystem providing game functionality, and the jukebox

10   subsystem and the control subsystem providing jukebox functionality.

2. The entertainment system of claim 1, wherein the control system is responsive to at least

15 one mode determining switch for specifying a mode of operation for said entertainment system.

3. The entertainment system of claim 1, wherein the control subsystem comprises a central

20 processor for controlling operation of the game subsystem and the jukebox subsystem apparatus.

4.   The entertainment system of claim 1, wherein the game subsystem is a dart game subsystem.

5.   The entertainment system of claim 3, further comprising a data storage device coupled to said central processor, said data storage device storing digitized songs for the jukebox subsystem.

6.   The entertainment system of claim 3, wherein the central processor is operative to play audio data streamed from a remote server while providing jukebox functionality.

7.   The entertainment system of claim 3, further comprising a communication interface for communicating with devices external to the entertainment system.

8.   The entertainment system of claim 1, wherein the jukebox subsystem comprises an audio

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data decoder, an amplifier, and at least one speaker.

9. The entertainment system of claim 8, wherein the game subsystem is a dart game subsystem comprising a dart target and a sound card.

10. The entertainment system of claim 1, wherein the jukebox subsystem includes a jukebox interface physically separated from the entertainment system for allowing players to interact with the jukebox subsystem while other players interact with the game subsystem.

11. A method for providing an entertainment system having combined jukebox and game functionality, the method comprising:

   operating in a current mode of operation corresponding to one of a jukebox mode, and a game mode;

   receiving a mode command; and

determining a next mode of operation based on the mode command, the next mode of operation corresponding to one of a game mode and a jukebox mode.

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12. The method of claim 11, wherein the operating step and the determining step select a mode of operation corresponding to one of a dart game mode and a jukebox mode.

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13. The method of claim 12, wherein said step of receiving a mode command comprises:

providing an input device by which a patron may input the mode command; and

15   detecting the mode command input by the patron.

14. The method of claim 12, further comprising the step of playing jukebox music in the background

20   during a game.

15. The method of claim 12, wherein the operating step comprises operating in one of a dart game mode, a jukebox mode, and an advertising mode.

5   16. The method of claim 12, wherein the determining step comprises determining the next mode of operation based on the mode command and on the current mode.

10   17. The method of claim 12, further comprising resuming operation in a previous mode of operation when the current mode of operation is completed.